# Sound Blaster Live! X-Gamer

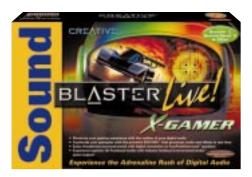
AUDIO

AVIER

# Experience the Adrenaline Rush of Digital Audio

If you're after the ultimate gaming rush, get Sound Blaster Live!<sup>™</sup> X-Gamer to take your PC games to the edge. Powered by the superior EMU10K1<sup>™</sup> audio processor, the Sound Blaster Live! X-Gamer allows you to process audio and effects in real time so there is never a slowdown during gameplay...even the most intense deathmatch. Utilize the full potential of Sound Blaster Live! X-Gamer when connected to multi-channel speakers such as FourPointSurround<sup>™</sup> FPS2000 Digital speakers for pure digital surround sound. Industry leading title support for Environmental Audio<sup>™</sup> allows you to hear accurate 3D Positional Audio from today's hottest games. Environmental Audio lets you experience cars racing by, ships thundering overhead, and enemies creeping from behind...sounds will literally come from all corners of the room.

Sound Blaster Live! X-Gamer provides the audio for an adrenaline rush that no true gamer should be without.



 Maximize your gaming experience with the realism of pure digital audio

- Accelerate your gameplay with the powerful EMU10K1 that processes audio and effects in real time
- Enjoy thunderous surround-sound with digital connection to FourPointSurround speakers
- Experience superior 3D Positional Audio with industry leading Environmental Audio game support







Environmental Audio<sup>°</sup> by CRE<u>A</u>TIVE<sup>\*</sup>



# **Specifications**

### **Wave-Table Synthesis**

- E-mu Systems<sup>®</sup>, Inc. EMU10K1<sup>™</sup> music synthesis engine
- 64-voice hardware polyphony with E-mu's patented 8-point interpolation technology
- Uses SoundFont® technology for userdefinable wave-table sample sets; includes 2MB, 4MB, and 8MB sets
- Load up to 32MB of samples into host memory for professional music reproduction
- Scalable PCI wave-table synthesis architecture
- Up to 1024-voice polyphony with multitimbre capability
- 48 MIDI channels with 128 GM & GScompatible instruments and 10 drum kits

#### **Effects Engine**

- E-mu Systems, Inc. EMU10K1 patented effects processor
- Support for real-time digital effects like reverb, chorus, flanger, pitch shifter, or distortion across any audio source
- Capable of processing, mixing and positioning audio streams using up to 131 available hardware channels
- Full digital mixer maintains all sound mixing in the digital domain, eliminating noise from the signal
- Customizable effects architecture allows new audio effects to be downloaded from the Web
- Full bass, treble and effects controls available for all audio sources

# Environmental Audio<sup>™</sup> &

- **3D Audio Technology**
- User-selectable settings are optimized for headphones and two or four speakers
- Upgradeable 3D audio architecture allows for improvements over time
- Accelerates Microsoft® DirectSound® and DirectSound 3D
- Accelerates Environmental Audio<sup>™</sup> property set extensions
- Creative Multi Speaker Surround<sup>™</sup> technology places any mono or stereo sound source in a 360° audio space
- Creative Environmental Audio userselectable DSP modes that simulate acoustic environments like hall, theater, club, etc. on any sound source

### Hollywood-Quality, 32-Bit Digital Audio Engine

- Processes bit resolutions from 4-bit to 16-bit
- Processes sample rates from 5kHz to 48kHz
- All sound sources are handled with 32-bit
- precision for highest quality output
- Analog and digital I/O modes supported
- Hardware full-duplex support enables simultaneous record and playback at 8 standard sample rates

# Utilizes AC 97 audio codec

- **MIDI Interface / Joystick Port** Supports Sound Blaster® MIDI and MPU-401 modes
- IBM® compatible 15-pin joystick port with analog support
- Support for digital and DirectInput<sup>™</sup> game devices

### **On-Board Connectors**

- Digital Out (Front & Rear S/PDIF Output)
- Line in
- Microphone in .
- Line level out (Front) / Headphone out
- Line level out (Rear)
- MIDI / Joystick port
- Telephone Answering Device in
- MPC-3 Analog CD Audio in . .
- Digital CD Audio in
- Expansion header for Optical Digital I/O card or Live!<sup>™</sup> Drive (available separately)

### Works with the Following Standards

- Windows<sup>®</sup> 95, Windows 98, Windows NT<sup>®</sup> 4.0 General MIDI
- MPC-3
- Plug and Play
- Sound Blaster<sup>®</sup> PCI
- Environmental Audio Extensions
- Microsoft DirectSound & DirectSound 3D and derivatives PCI 2.1 compliant
- AC97 compliant

# **Features**

### Environmental Audio<sup>™</sup>: The 3D Positional **Audio Standard**

Environmental Audio is the industry standard for 3D Positional Audio through support for today's hottest games. Environmental Audio adds realism and atmosphere to games, movies and other audio applications. Sounds will appear to come from all corners of the room with added reverb, echoes, and other acoustical effects consistent with the room acoustics, position of the player, source of the sound, etc. Environmental Audio provides support for the latest standards including occlusion, obstruction, and up/down elevation for 3D positional sounds.

### **Digital Surround Sound**

Sound Blaster Live! X-Gamer supports both analog and digital connection for 2 or 4 speaker configurations. With Sound Blaster Live! X-Gamer, you'll be surrounded with full 360-degree sound for the most realistic gaming experience. Hear every movement of the enemy with digital output to multi-channel speakers, such as FourPointSurround FPS2000 Digital speakers. The difference will amaze you<sup>™</sup>!

### Audio Hardware Quality and Acceleration

The powerful EMU10K1<sup>™</sup> audio processor gives you all the power you need to process audio and effects in real time so that there is never a slowdown during gameplay. Sound Blaster Live! X-Gamer provides hardware acceleration for Environmental Audio, DirectSound 3D, and DirectSound for the best gaming performance. With 32-bit, 48KHz digital signal processing and patented 8-point interpolation, Sound Blaster Live! X-Gamer produces precise audio fidelity and 32 3D hardware accelerated channels, 64 hardware accelerated channels or 1024 voices. Sound Blaster Live! X-Gamer is the audio standard for single and multi-player gaming.

#### Live!Ware"

Now there's no need to replace your sound card to keep up with the latest features and functions. The Sound Blaster Live! X-Gamer is Live!Ware upgradeable. Just download software to your re-programmable EMU10K1 processor and get the latest driver updates, gaming enhancements, and Environmental Audio effects along with much more.

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The Sound Blaster Live! X-Gamer is backed by a oneyear limited hardware warranty.

### **Technical Support**

Telephone and facsimile support is available seven days a week, 8:00 am to 10:00 pm, Central Time. Weekend hours may vary. Automated technical support, Bulletin Board service, and Webbased information are available at www.creativehelp.com 24 hours a day, seven days a weel

## **Minimum System Requirements**

- Genuine Intel® Pentium® class 133MHz or faster processor
- Intel<sup>®</sup> or 100% compatible motherboard chipset
- 16MB system RAM (32MB strongly recommended)
- Windows® 95, Windows 98 or Windows NT® 4.0\*
- Open half-length PCI 2.1 compliant slot
- Headphones or amplified speakers (available separately)

### CD-ROM drive required for software installation

Included applications may need higher system requirements for basic functionalities. Refer to individual applications documentation for details

LAVA! requires graphics card with full OpenGL<sup>®</sup> support.

\*Usage of this product in Windows NT® 4.0 requires a minimum 200MHz processor and 32MB system RAM. Functionality may differ from box specifications due to limitations in Windows NT.

## **Information Hotline:** 800.998.5227

BBS: 405.742.6660

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